

# SIR-TECH

Dear Apple Dealer,

We have heard from a very reliable source that you have been very good this year. Not only are your customers happy, but your sales are up also!

As a reward, and a tool to help you keep those sales high, we have decided to send you an early Christmas package. Enclosed is a demonstration copy of our latest release, Rescue Raiders.

Rescue Raiders, priced at \$34.95, is an arcade-style game with the intellectual challenge of a strategy game. Taking place in World War II, the player comes up against an enemy that is equipped with modern-day weapons. Using these weapons you must stop the invaders of several cities in Europe. The player will also learn a little of the history of these cities. When a battle is won, background information on the city is given. A press release has been enclosed to provide you with more in-depth information.

As a stocking stuffer, and a promise of good things to come, also enclosed is a message from the authors of Wizardry for the Macintosh.

We hope that this information will aid you in your sales and look forward to any comments you may have on our products. We have several new releases scheduled in the next six months, so you will be hearing from us again.

Best wishes for a happy and prosperous holiday season.

Sincerely,



Jean Bromley  
Sir-tech Software, Inc.

JB  
Encs.

For further information, call: Robert Sirotek  
(315) 393-6633

December 1984

### SIR-TECH RELEASES RESCUE RAIDERS

Ogdensburg, NY--World War II rages again. Sinister time travelers have transported modern weapons back to subvert the Allied effort and gain control of mankind. You have the opportunity to stop these terrorists, using their own technology. Are you up to the job?

This is the problem posed by Rescue Raiders, a new game for Apple II-series computers just released by Sir-Tech Software, Inc. According to company spokesman Robert Sirotek, solving the problem requires both arcade skills and strategic thinking.

"Rescue Raiders combines the visual excitement and fast action of an arcade-style game with the intellectual challenge of a strategy game," he says. "You see only a small part of the whole battle at any time, but you must make decisions and take actions that decide the battle even where you can't see it. It isn't easy."

The player controls a "command helicopter" equipped with sophisticated weapons and a radar system. The command chopper is used to observe the battlefield, to attack enemy forces, and to transport troops, all while attempting to evade or destroy the enemy's own command chopper. In addition to the helicopter, the player deploys ground forces, ranging from armor to infantry, which attempt to fight their way across the battlefield.

All this takes place within a background where the player earns the right to continue by surviving, and where the cost of victory can outweigh the benefits. Play and scoring are designed to reflect the realities of war. Wartime economics are simulated by requiring the player to pay for men and equipment with funds earned by time in combat. The player's score is sharply reduced when a battle is won at the expense of excessive time and lost forces. Successful strategy must allow for more than simply outwitting and destroying the enemy.

"Rescue Raiders is an outstanding achievement in programming, even if you leave out the strategic side of it," says Robert Woodhead, Wizardry co-author. "The graphics and animation set a new standard for Apple II computers. You literally don't know what these machines can do until you've seen Rescue Raiders. The graphics are very advanced and very sophisticated, and add immensely to what is already an excellent game in its own right."

Rescue Raiders is also educational. When each of the eight battles in the game is won, the player is presented with a capsule history of a European city involved in World War II. Even trivia buffs may learn some new facts from these histories. Do you know how Paris got its name, for example?

Rescue Raiders is available now. It will run on the Apple //c and //e, and on any Apple II or II+ with 64K or more of RAM. A joystick is required.

-----END-----



## ELVES in Ogdensburg demand OVERTIME!

"Down with the 24 hour day," they cry!

Despite the propaganda disseminated by the popular press, ClausCorp is not the only company that employs elves. The success of Trivial Pursuit and Cabbage Patch Dolls, and the increase in jet fuel prices, have prompted the North Pole's major employer to lay off hundreds of elves. Since elves are small, work weekends and holidays, actually enjoy Ogdensburg's miserable winter climate, and run on cheap Regular gas, over 80% of our current work force are non-union, elfin, and peeved.

Right now, you see, we are overworking and underpaying them even more than usual. Why? Well, we are racing to release a major new product. If the elves will just get back to the lovely sweatshop we've provided for them, we should have it on your shelves by December 24th. The product is, of course...

## Macintosh WIZARDRY

That's right: a Mac version of one of the most popular computer games of all time -- enhanced and improved (and better, too) to take advantage of all the power inside the Mac. We have spent over a year creating what we believe is going to be the #1 selling Macintosh game.

So, if your customers have been asking about it -- *now you know*. Mac Wizardry should be sledding into your stores along about midnight on December 24th. Assure yourself of getting your copies ASAP by placing an order with your distributor.

And if we blow it, and the game does not materialize until New Year's -- blame the elves!